



ARCHTECH EMPOWERING YOUTH TO REDISCOVER EUROPE'S ARCHITECTURAL LEGACY

HOW TO CREATE A "BUILDINGS ALERT!" MOBILE APP

**A step-by-step guide through the development of a mobile application
aiming to instigate timely intervention to the rescue of endangered
build**



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Deliverable Factsheet

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Author(s):	Valanto Constantinou, Citizens in Power (CIP)
Approved by:	All partners
Abstract:	Training Module 4 provides a practical guide for youth workers and their groups to design and build a no-code mobile application focused on alerting communities about endangered heritage buildings. The app supports the identification and documentation of at-risk architectural heritage and empowers youth to act as civic innovators. It introduces accessible tools for application creation and emphasizes mobile optimization, user role configuration, and data flow.
Keyword list:	digital tools, heritage preservation, youth empowerment, urban planning, awareness campaigns, community building, social innovation, cultural heritage, capacity building, skill development
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Statement of originality

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Partnership

Name	Role	Country
LUDICIUS INTERACTIVE SARL	Coordinator	France
C.I.P. CITIZENS IN POWER	Partner	Cyprus
KLEMKA COLAB	Partner	Greece
DRAMBLYS	Partner	Spain
UNIVERSITA TA MALTA	Partner	Malta

All Partner Logos





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EXECUTIVE SUMMARY

The Work Package 2 “ArchTech Modular Training for Youth Workers” offers five training modules designed to raise awareness around key principles of the ArchTech project. Grounded in a specific knowledge framework, these modules will be adaptable to the varying learning contexts of trainees, considering their competencies, skills, and social and cultural backgrounds.

WP2 will explore how built heritage contributes to shaping the urban experience in cities across Europe, providing youth workers with valuable information and resources to engage youth groups (ages 16-35) with the project's core concepts, methods, and tools.

Additionally, it will enhance youth workers' digital skills, focusing on the creation and functionality of mobile applications. The ArchTech Modular Training for Youth Workers aims to empower youth workers across Europe, enhance their skills in heritage preservation, and foster civic participation among young people. By implementing these training modules, the Project envisions a strengthened community engagement in cultural heritage, leading to more informed and active youth advocates for built heritage preservation.

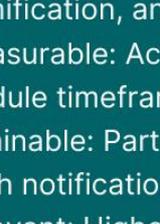


CHAPTER 1: Module Overview

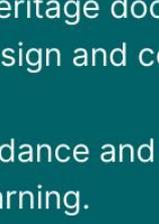
The aim of this module is to lead their user through the functionalities (core features such as reporting, mapping, notifications, and community sharing) and the technological requirements (databases, geolocation, frontend/backend integration, and push notifications) to create a prototype civic tech solution. This process is supplemented by the introduction to DIY (no-code) app builders, where the user may create full-fledged mobile applications without learning coding. Adalo, Glide, and Thunkable platforms are brought in for comparison based on project goals and technical ease. The users will critically evaluate the role of the digital technologies to preserve heritage, learn about the value of the documentation undertaken by the community, and how to co-design a model of the Buildings Alert! tool. More than making an app per se, the goal is to increase youth civic participation, digital literacy, and activism. The overall aim is to bring awareness, to incite timely action, and to make replication possible, challenging young people to transform virtual interaction into successful cultural activism.

LEARNING OBJECTIVES

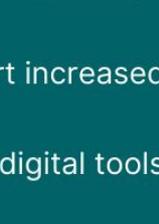
#1 Increase User Engagement

- 
- Specific: Develop strategies to actively involve users through interactive content, gamification, and community-driven activities.
 - Measurable: Achieve a minimum 20% increase in user participation metrics within the module timeframe.
 - Attainable: Participants will receive practical training on engagement techniques, such as push notifications and social sharing features.
 - Relevant: Higher engagement levels contribute to better learning outcomes and sustained interest in heritage documentation.
 - Time-bound: Implement and evaluate engagement strategies within the training period.

#2 Facilitate Practical Learning Experiences

- 
- Specific: Enable youth workers to create hands-on exercises, simulations, and real-world applications for heritage documentation.
 - Measurable: Successfully design and conduct at least one interactive learning activity within the module.
 - Attainable: Step-by-step guidance and best practices will support participants in integrating experiential learning.
 - Relevant: Practical experiences reinforce theoretical knowledge, ensuring deeper understanding and skill development.
 - Time-bound: Deliver a structured learning activity before the completion of the module.

#3 Enhance User Experience Through Interactivity

- 
- Specific: Utilize interactive elements such as quizzes, live feedback, and multimedia resources to improve engagement.
 - Measurable: Ensure that at least 80% of participants report increased satisfaction with learning tools used.
 - Attainable: Participants will receive training on leveraging digital tools to create an interactive experience.
 - Relevant: A dynamic user experience fosters long-term retention and motivation.
 - Time-bound: Integrate interactive features into the learning process by the module's conclusion.

LEARNING OBJECTIVES

#4 Provide Personalized and Timely Notifications

- Specific: Implement personalized alerts, reminders, and recommendations to keep users engaged.
- Measurable: Increase app interaction rates by at least 15% through effective notification strategies.
- Attainable: Participants will learn to customize and schedule notifications based on user behavior and preferences.
- Relevant: Timely and relevant notifications help maintain user interest and support learning continuity.
- Time-bound: Deploy notification strategies within the duration of the module.

#5 Encourage App Usage and Conversions

- Specific: Develop methods to drive app downloads, registrations, and continued use among youth participants.
- Measurable: Achieve a minimum 25% increase in app engagement among trainees.
- Attainable: Participants will explore case studies and proven techniques to boost app adoption.
- Relevant: Increased app usage ensures consistent and effective heritage documentation.
- Time-bound: Implement engagement strategies during the training period.

#6 Measure and Optimize App Performance

- Specific: Track key performance indicators (KPIs) such as user retention, completion rates, and feedback responses.
- Measurable: Analyze data insights and implement at least two optimization strategies to improve app functionality.
- Attainable: Participants will receive training on analytics tools and performance monitoring techniques.
- Relevant: Continuous improvement ensures a seamless and effective digital experience for users.
- Time-bound: Assess and refine app performance before the module concludes.



CHAPTER 3: Content

The chapter offers a structured exploration of key concepts, design thinking methodologies, and basic digital competencies involved in the creation of a civic technology project for heritage preservation. Beginning with a survey of civic technology, the chapter allows students to explore how digital tools can empower people—especially youth—in their relationship with their environment in meaningful ways. The chapter then outlines the need for a mobile app that is intended to catalogue threatened structures and clarifies how an app can raise awareness, drive activism, and foster community engagement. This chapter frames the development of applications as a practice of creative activism.

Youth is challenged to reflect critically on the meaning of heritage, the possibility of amplifying heritage visibility through data, and the potential role of technology in advancing the public interest. As they move from concept to function and from function to implementation, the young learner develops a deep appreciation for how geolocation, notifications, social sharing, and real-time reporting can be employed as tools for cultural preservation. Throughout, the purpose is not just to build an app but to develop a youth-driven digital campaign that adapts heritage stewardship to the most involved, curious, and creative members of the community.

3.1 Introduction to Civic Technology in Cultural Heritage Protection

Civic technology - or civic tech - refers to digital tools that strengthen the relationship between people and their local communities, often by supporting civic engagement, transparency, or public participation (UNESCO, 2011). In the field of cultural heritage, civic tech is gaining momentum as a mean to democratize heritage protection. Rather than relying solely on institutions or experts to identify and respond to threats, digital tools now offer the opportunity to communities to play a direct role in monitoring, documenting, and advocating for cultural assets-especially those that are neglected, vulnerable, or outside formal recognition systems (Council of Europe, 2017; UNESCO, 2011).



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This shift reflects a growing understanding that heritage is not only what is officially preserved, but what people value, remember, and attempt to preserve (Council of Europe, 2017; UNESCO, 2011). This development is in line with a growing perception that heritage is not necessarily what legally is, but what people care for, remember, and attempt to preserve (Council of Europe, 2017; UNESCO, 2011). In practice, civic tech may manifest as mobile applications, live maps, crowdsourcing websites, or social media campaigns that enable the active participation of citizens in public life.

The "Buildings Alert!" application should be a bottom-up civic tech initiative. It will enable ordinary citizens, particularly the youth, to become engaged stakeholders in architectural heritage preservation by reporting threatened buildings in real time. Not only does this facilitate local awareness and possible intervention, but also the establishment of living digital archives recording cultural memory.

Figure 1: A visual guide to how 'Buildings Alert!' uses civic technology to empower youth in protecting endangered cultural heritage through reporting, awareness, and digital engagement.

3.2 Why a ‘Building alert’ mobile app is needed?

Cultural heritage documentation is more than a collection of old buildings and ancient traditions. It must be seen as a living testament to the identity, resilience, and creativity of people in the past. From centuries-old monuments to intangible crafts and oral traditions, heritage connects people to their shared heritage and inspires visions for the future (Council of Europe, 2017). Despite its significance, cultural heritage is severely threatened today. Rapid urbanization, ecological degradation, neglect, and sheer public indifference are increasingly threatening heritage buildings. Each lost building is not only a structure erased from the cityscape, but a piece of human history erased from public memory.



Figure 2: An infographic explaining the urgency and value of the "Buildings Alert!" mobile app, highlighting how youth-driven civic tech can protect endangered cultural heritage through real-time reporting, co-design, and community engagement.

Considering the intensity of such threats, the need for documentation and action has never been greater. In the absence of timely and comprehensive intervention, numerous historic sites may be destroyed or lost forever, forbidding future generations from being able to access and gain from their rich, shared heritage (Hassani, 2015).

Conservation initiatives must, therefore, change, and become quicker, more innovative, and inclusive.

Mobile technology holds unprecedented promise in this regard. Mobile apps have become essential tools in the conservation of cultural heritage, enabling real-time data collection, enhanced public participation, and quick information dissemination (UNESCO, 2011). These technologies transform the protection of cultural heritage from a specialized task into an accessible civic responsibility, empowering ordinary citizens to become active stewards of their environments.

For young people co-designing a mobile application like "Buildings Alert!" is not just a technological exercise but an act of civic participation and empowerment. By developing and using a platform that documents endangered heritage buildings, young people not only enhance their digital literacy but also build stronger connections to their communities and cultural landscapes. As Hassani (2015) emphasizes, "Digital documentation techniques can be an effective way to preserve and spread cultural heritage, as well as encourage the participation of youths in heritage management" (p. 16).



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For the "Buildings Alert!" app to be successful, the following features should be included: it needs to be able to offer immediate feedback, allowing participants to track their input and increasing their sense of influence and ownership. It needs to offer easy-to-understand, engaging information on architectural heritage, blending real-case studies with specialist views. Using interactive tools such as endangered sites mapping and photo documentation, the app transforms the learning experience into a discovery adventure. Notably, it creates civic responsibility by making the youth actively participate in keeping cultures alive.

Finally, an application such as "Buildings Alert!" can generate the next generation of heritage enthusiasts that can transform individual users into their own engaged stakeholders of their locations' cultural and historical identity.

3.3 Key Functionalities of the Application

The success of the "Buildings Alert!" mobile application lies in its ability to connect citizens directly with the urgent needs of heritage preservation. For young users, an app must be more than functional—it must be intuitive, motivating, and capable of turning everyday actions into acts of meaningful civic engagement.

At the centre of the app must be the **report feature**, which must be as easy as possible for users to record threatened buildings within their environment. With a simple number of tabs, users must be able to add valuable information such as pictures, brief descriptions of the building condition, and its precise location using GPS technology. This system must ensure that even random encounters with endangered heritage may be recorded and shared in real-time, eliminating barriers to timely action.

A second essential functionality must be the **interactive mapping system**. All reported buildings must be mapped at an electronic map, giving users a live bird's eye view of sites at risk in their community—and beyond. The map will serve both an educational and affective purpose: it will show the scale of the problem but also the collective power of community action. Users should be able to zoom, explore, and even create their own "heritage tours," turning mundane commutes into learning experiences that foster a greater sense of connection to the local history.

Push notifications will be the secret to engaging people and building an active community for the app. They must receive notifications about new threatened buildings listed in their region, whenever new developments are released by officials, or when milestones are reached in preservation efforts. They turn the app into a living experience where youth will



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be able to witness firsthand the real difference their participation is making, giving them a sense of belonging and accomplishment.

Another feature must be the **social media integration**, whereby users can easily share their reports, maps, or favourite endangered sites on different platforms. By inviting and sharing the app will take advantage of young people's communication behaviours, turning cultural heritage preservation into a viral, peer-to-peer phenomenon (Martin & Erhardt, 2021). Narratives of endangered buildings will become integrated into users' own narratives, sparking wider discussions and promoting further engagement.

Finally, the application should include an **administrative backend**, where moderators or partner organizations will be able to validate submissions, ensure the accuracy of information, and coordinate with municipal or heritage authorities. This not only guarantees the reliability of the data but also creates real channels for civic reporting to lead to institutional action. Notably, young participants will understand that their contribution goes nowhere; instead, it becomes part of a concerted effort to preserve the built environment.

Taken together, these functionalities make the “Buildings Alert!” application well beyond an informative tool. It becomes an entry point from human to institution, from cyber space to ground, and from the past to the future. It allows youthful consumers to act, to be taught, and to guide, making passive anxiety give way to proactive ownership of cultural environments where they live.

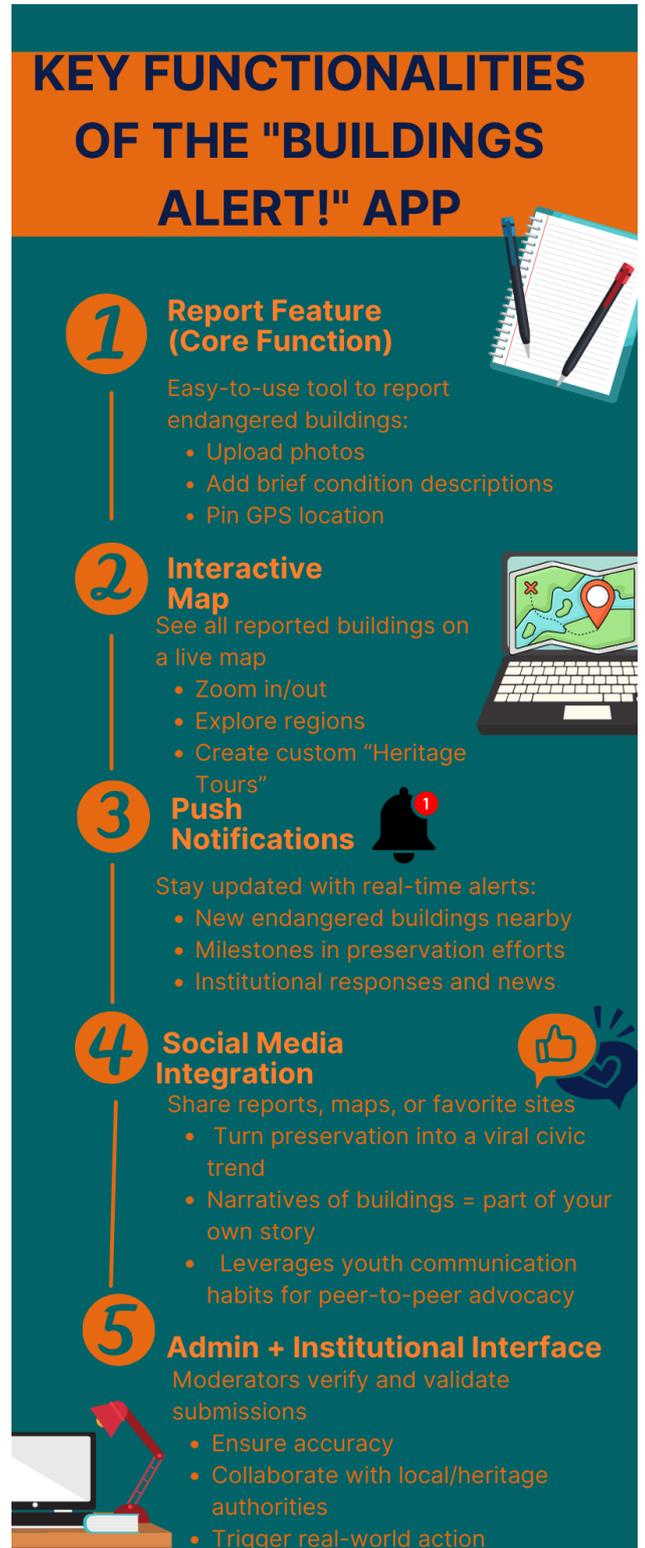


Figure 3: This infographic outlines the key features of the “Buildings Alert!” app, a civic tech tool for reporting endangered heritage. It includes photo uploads, live maps, real-time alerts, social media sharing, and an institutional interface for verified act



3.4 Technical Components Needed

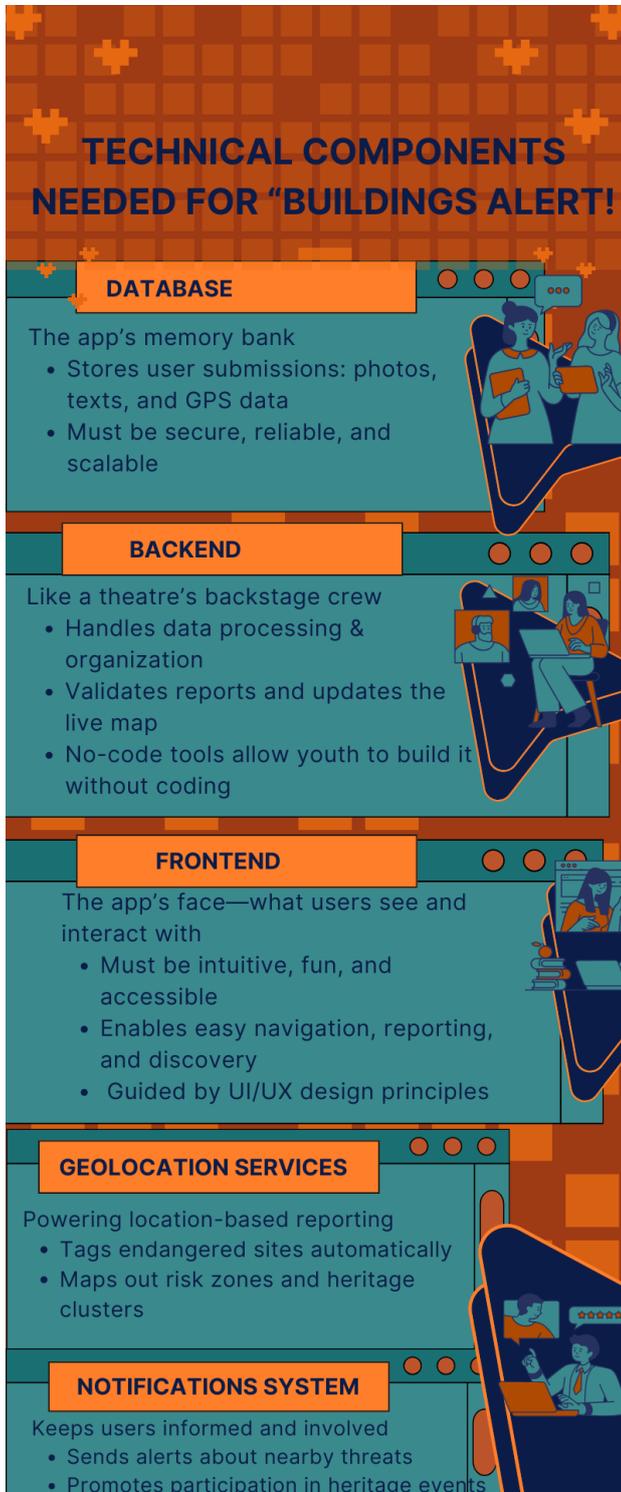


Figure 4: An overview of the core technical components behind the “Buildings Alert!” app, including its database, backend, frontend, geolocation, and notification systems—designed for youth-friendly, no-code civic tech that protects cultural heritage.

Building an application like “Buildings Alert!” may seem complex at first glance, but the technical structure behind can be both accessible and exciting, especially for young people that are looking forward to combine creativity with technology. Understanding the basic components needed to bring this vision to life is the first step toward turning ideas into impactful digital tools.

To start with the app must be powered by a database—a virtual archive that stores all the important data users will contribute. Every photo uploaded, every description written, every GPS coordinate submitted needs a secure and reliable place to live. Cloud-based platforms, such as Firebase or Airtable, are popular choices because they are easy to use, scalable, and offer free options for community-based projects.

The backend of the app is often invisible to users. It acts like a stage crew in a theatre performance: it processes the information that users provide, organizes it, and ensures that everything runs smoothly. In the case of “Buildings Alert!”, a backend system would manage new building reports, validate data, and coordinate updates to the interactive map. Thanks to no-code tools like Adalo or Glide, youth creators do not need advanced programming knowledge to build or customize their own backends.

Meanwhile, the frontend—the visual interface users interact with— must be inviting, intuitive, and responsive. Good frontend design makes it natural and effortless to file a report, fun and informative to discover threatened sites, and simple for users to know where they are always in the app. User interface (UI) and user experience (UX) principles guide these decisions, with a focus on accessibility and enjoyment.



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A vital part of the app’s magic will be its geolocation services. With smartphones now equipped with GPS capabilities, it becomes possible to automatically tag the exact location of a building as soon as a report is submitted. This functionality will save users time and guarantee that information about endangered sites is precise and actionable. Integrating maps like Google Maps or OpenStreetMap into the app ensures that users can visualize their environment and understand the spatial relationships between heritage sites.

Another important component is the notification system. Push notifications serve as quick, direct communications from the app to the user, whether it is to announce a newly reported endangered site nearby or to invite participation in a heritage-related event. Incorporating tools like OneSignal allows even first-time app builders to activate notification features that keep the community vibrant and engaged.

Together, these technological elements form the invisible backbone of the "Buildings Alert!" app. Each one of them helps make the platform not only functional but also impactful, inspiring, and viable. Through learning how to work with these elements, young people don't just create an app—they create a digital movement that can protect Europe's cultural heritage for centuries to come.

3.5 Introduction to DIY App Builders

DIY or no-code application builders are visual, user-friendly platforms that allow the development of mobile or web applications without writing a single line of code. They are based on drag-and-drop elements like buttons, forms, maps, and menus to construct and create an app instead of programming languages.

They are most effective for youth, educators, and community groups that require quickly prototyping technology solutions at low costs. Used in the context of civic technology, they are an introduction to participatory, local technology that empowers people to address tangible social and environmental problems—such as preserving endangered cultural heritage—using technology.

Do It Yourself (DIY) application makers are user-friendly tools that allow users to design applications using a "drag-and-drop" process with minimal coding. For the project, the tools recommended are:



DIY App Builders



Figure 5: A comparison of four no-code app builders—Adalo, Glide Apps, Thinkable, and AppGyver—highlighting their strengths and trade-offs for creating youth-led civic tech apps like “Buildings Alert!” without programming skills.



DIY App Builders

Option 01

ADALO



Option 02

GLIDE APPS



Option 03

THUNKABLE



Option 04

APPGYVER





4.4 How to Choose the Right Tool

Choosing the right DIY app builder is a crucial decision that should reflect your project's goals, required features, and the digital confidence of the participants involved. While each platform offers distinct strengths, the key is to match the tool with what you want to accomplish — whether that's building a quick prototype or launching a fully functional civic technology solution.

To begin with, you should reflect on whether your aim is to create a simple prototype or a fully deployable mobile application. If your goal is to test ideas, experiment with layouts, or develop a visual demonstration for feedback purposes, then lightweight and user-friendly platforms like Glide is ideal. These tools are especially useful in workshops, classroom settings, or pilot testing phases where time and simplicity are key. However, if your intention is to develop an app that can be published and used by the wider public — including features like real-time alerts, photo uploads, and community mapping — then more robust platforms like Adalo, Thinkable, or AppGyver are more appropriate. These platforms allow you to publish apps on the Google Play Store or Apple App Store and support more complex functionality such as push notifications, backend integrations, and custom user workflows.

For instance, imagine a local youth group that wants to launch a school campaign encouraging students to document endangered buildings in their neighbourhood. If the goal is simply to capture and present these efforts locally, Glide would offer the speed and simplicity needed to get results quickly. However, if a municipality is interested in scaling this initiative to include citizen reports citywide, and to connect with preservation authorities, then Adalo or Thinkable would be better suited for that level of engagement and infrastructure.

Next, consider the kinds of features your app will require. If maps and GPS tagging are essential — which is likely the case for a location-based app like Buildings Alert! — then Adalo, Glide, Thinkable, and AppGyver are all viable options. Similarly, if your project demands push notifications to alert users about newly reported heritage threats, or to engage them with updates and calls to action, then Adalo, Thinkable, and AppGyver offer built-in support or plugins to make this possible. Most platforms also allow media uploads and forms, but the ease and flexibility of implementation will vary. In this case, Adalo and Thinkable offer more advanced control over how submissions are structured and processed.

Finally, the level of digital fluency within your team or user group is a critical factor. If you're working with beginners, young learners, or participants in a short-format workshop, it is best to start with Glide. These tools are intuitive and welcoming, providing an easy entry point into digital creativity. For groups that are more confident or willing to explore logical



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conditions, dynamic interactions, or database structure, Adalo and Thunkable strike a good balance between simplicity and power. If your team includes highly motivated participants or those with prior experience in digital design, AppGyver opens up opportunities for deeper backend integration, automation, and scalability — though it does come with a steeper learning curve.

In choosing the right tool, consider the duration and context of your activity as well. A two-hour youth hackathon may call for instant results using Glide, while a multi-week civic lab or innovation programme might justify the investment in learning Thunkable or AppGyver.

To summarise: start small with Glide if your goal is fast prototyping. As your ambitions and needs expand, platforms like Adalo or Thunkable will give you the flexibility to grow. For complex projects with strong technical guidance, AppGyver offers the most advanced toolkit. The best tool is the one that aligns with your team’s learning curve, your project's purpose, and the level of interactivity you want to achieve.

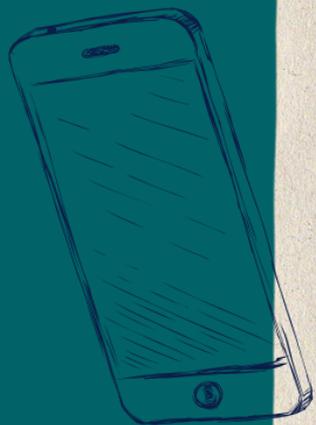
Platform	Best For	Strengths (✓)	Limitations (⚠)	Skill Level 
Adalo	Real-time civic apps	✓ Visual UI builder ✓ Push notifications ✓ Android/iOS support	⚠ Some features paid ⚠ Limited offline use	Intermediate
Glide Apps	Fast prototypes, data-based apps	✓ Easy setup via Google Sheets ✓ Media uploads	⚠ Limited interactivity ⚠ Paid for advanced	Beginner
Thunkable	Interactive apps with logic	✓ Conditional logic ✓ Android/iOS support	⚠ Steeper learning curve	Intermediate
AppGyver	Scalable, professional apps	✓ Full-featured ✓ Free ✓ API integration	⚠ Requires technical understanding	Advanced



Summaries and Reviews

Chapter 3 introduces youth to real-world challenges and opportunities of civic technology in the area of cultural heritage. It focuses on the possibility of mobile apps functioning as community-led tools for finding, recording, and preserving threatened architecture—especially when developed by the same populations they will support. As an example, the case of Buildings Alert! Participants acquire basic digital principles like the value of open data, user experience design, and participatory mapping.

They also acquire knowledge about key technical components—like databases, geolocation, and back-end functionality—that make up the core of a successful app. By the end of the chapter, students not only understand what the Buildings Alert! app is and why it matters—they begin to envision themselves capable of co-designing and launching similar projects. The chapter instils a sense of digital agency, civic responsibility, and cultural ownership, setting participants up to step forward boldly to the next stage: prototyping their own mobile app.



DIGITAL FUTURISTS: THE APP DESIGN CHALLENGE



OBJECTIVE:
DEVELOP CRITICAL DESIGN, USER EMPATHY, AND PROBLEM-SOLVING
SKILLS.
(SUPPORTS LEARNING OBJECTIVES #2 AND #4)

INSTRUCTIONS:
IN TEAMS, PARTICIPANTS ACT AS APP DEVELOPERS FOR A CIVIC-
TECH STARTUP. THEIR MISSION IS TO PITCH A NEW VERSION OF THE
BUILDINGS ALERT! APP THAT SOLVES A SPECIFIC HERITAGE
CHALLENGE (E.G., LOW YOUTH ENGAGEMENT, POOR RURAL DATA,
ACCESSIBILITY). TEAMS MUST: DEFINE THEIR TARGET USERS, SELECT
A SUITABLE NO-CODE PLATFORM, SKETCH 2-3 WIREFRAMES, JUSTIFY
FEATURES USING RESEARCH, PERSONAS, OR PILOT FEEDBACK, THE
CHALLENGE ENDS WITH A "DEMO PITCH" SESSION TO A JURY
(TRAINERS OR PEERS).

GROUP SIZE & ROLES:
TEAMS OF 4-6 (UI/UX DESIGNER, TECHNICAL LEAD, STORYTELLER,
PITCHER, USER RESEARCHER)

MATERIALS NEEDED:
APP SKETCH TEMPLATES (PAPER OR DIGITAL), INTERNET-CONNECTED
DEVICE FOR BUILDER EXPLORATION, USER SCENARIO CARDS
(OPTIONAL) TIMER, MARKERS, PRESENTATION SPACE

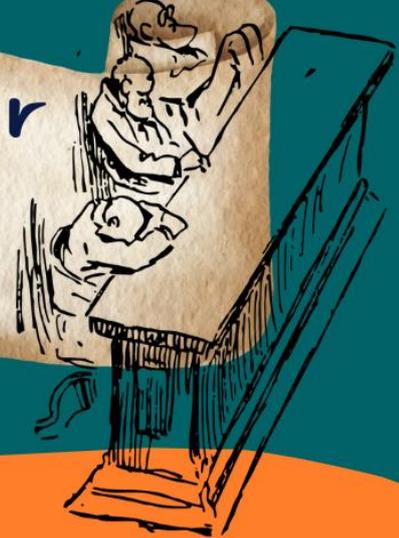
TIME FRAME:
180 MINUTES

ASSESSMENT:
RELEVANCE TO HERITAGE CHALLENGE, CREATIVITY AND DESIGN
CLARITY, USER-CENTRED THINKING, PITCH STRENGTH AND
CONFIDENCE

REAL-WORLD IMPACT:
WINNING DESIGNS ARE FEATURED ON THE PROJECT WEBSITE AND
SHARED WITH CULTURAL STAKEHOLDERS. OPTIONAL: INVITE LOCAL
HERITAGE OFFICERS OR DIGITAL CREATORS TO GIVE FEEDBACK.



NOP Game: Not Our Problem?



Objective:

Explore the impact of silence and civic disengagement. Build empathy, reflection, and awareness of who speaks—and who doesn't—in heritage decisions. Supports Learning Objectives #1 and #3.

Instructions:

Participants role-play community members debating the demolition of a neglected heritage site. Roles include mayor, student, activist, business owner, etc. The twist: only some may speak in the first round. Others stay silent. In phase two, all voices are heard. The group then reflects on whose perspectives were missing, how power shaped the outcome, and what action could have changed it.

Group Size & Roles:

6–10 participants plus 1 facilitator. Roles include both empowered and silenced characters.

Materials Needed:

Role cards, scenario brief, reflection wall or board.

Time Frame:

90 minutes

Assessment:

Insightful reflection, empathy in role-play, engagement with civic values.

Real-World Impact:

Participants write one sentence they wish they could have said. These are published as a “Youth Voices Against Apathy” wall or shared digitally.

HERITAGE HACKERS: THE SPY MISSION



OBJECTIVE:

USE PROBLEM-SOLVING AND TEAMWORK TO "RESCUE" AN ENDANGERED HERITAGE SITE THROUGH CLUES, TECH TOOLS, AND CREATIVE LOGIC. SUPPORTS LEARNING OBJECTIVES #1, #3, AND #5.

INSTRUCTIONS:

PARTICIPANTS BECOME "HERITAGE HACKERS," SECRET AGENTS RACING TO SAVE A FORGOTTEN BUILDING BEFORE IT'S LOST. CLUES (WRITTEN AS PUZZLES, QR CODES, MAP PINS, OR RIDDLES) LEAD THEM THROUGH STAGES: IDENTIFY THE BUILDING, LOCATE IT ON A DIGITAL MAP, REPORT IT WITH DETAILS, AND PROPOSE ONE SMALL DIGITAL TOOL TO PROTECT IT (E.G., A FEATURE FOR THE APP). THE FIRST TEAM TO COMPLETE ALL STEPS WITH ACCURACY AND CREATIVITY WINS.

GROUP SIZE & ROLES:

TEAMS OF 4-6; ROLES ROTATE: CLUE SOLVER, MAPPER, REPORTER, DESIGNER.

MATERIALS NEEDED:

PUZZLE SHEETS, SMARTPHONES/TABLETS, QR CODES, SIMPLE MAP PLATFORM (E.G., GOOGLE MY MAPS), TIMER.

TIME FRAME:

60-75 MINUTES TOTAL (45' MISSION + 30' DEBRIEF & SHARING)

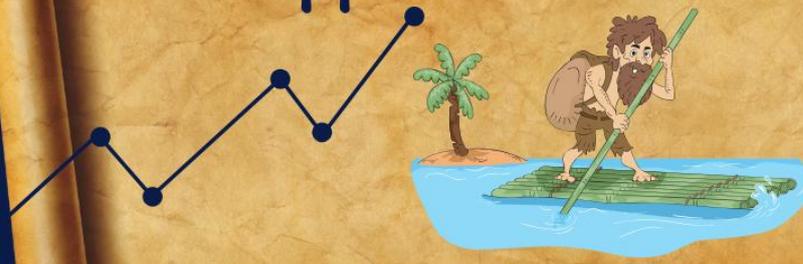
ASSESSMENT:

ACCURACY IN TASK COMPLETION, TEAMWORK, CREATIVE TECH PROPOSAL.

REAL-WORLD IMPACT:

WINNING MISSION REPORTS ARE ADDED TO THE PROJECT SITE OR LOCAL YOUTH EXHIBIT AS "HERITAGE SAVED BY HACKERS."

App Stats Survivor



Objective:

Understand key performance indicators (KPIs) and learn how to track, analyze, and respond to real user data. Supports Learning Objective #6.

Instructions:

Teams are given fictional app performance data (e.g., user retention, completion rates, error reports, feedback comments) for a prototype of the Buildings Alert! app. Each round represents one "week" of user activity. Teams must:

Identify which KPIs are underperforming.

Propose two optimization strategies to fix them.

Predict the impact of their decisions before moving to the next round.

After three rounds, teams compare outcomes. The "surviving" app is the one that shows the best improvement across KPIs.

Group Size & Roles:

Teams of 4–5 (Data Analyst, UX Researcher, Strategy Lead, Presenter)

Materials Needed:

Fictional KPI data sheets (can be printed or shared digitally), optimization cards (pre-made tactics), performance tracker board

Time Frame:

60–75 minutes

Assessment:

Ability to interpret data, propose relevant improvements, and evaluate results logically

Real-World Impact:

Winning teams get their optimization strategy included in the module's "Best Practices" appendix or featured in the group platform for others to test.



CHAPTER 5: Assessments

This chapter includes assessments used to measure participants’ understanding and retention of the material. Assessments take various forms, such as quizzes, tests, or practical assignments. Additionally, self-evaluation tools such as reflective prompts or exercises should be included at the end of each module or section to reinforce learning.

5.1: Knowledge-Based Assessments

5.1.1 Multiple-Choice Quiz

Understanding Civic Technology and Cultural Heritage

1. What is civic technology primarily designed to support?

- A) Government bureaucracy
- B) Public entertainment
- C) Civic engagement, participation, and transparency
- D) Social media marketing

Answer: C

2. Why is it important to document endangered heritage buildings?

- A) To limit public access
- B) To increase property taxes
- C) To create a digital memory and support future conservation
- D) To promote private ownership

Answer: C

3. Which of the following best describes the aim of the “Buildings Alert!” app?

- A) Promoting architectural competitions
- B) Enabling real-time citizen reporting of at-risk heritage buildings
- C) Collecting taxes on abandoned sites
- D) Replacing traditional museums



Answer: B

4. What role can young people play in digital heritage protection?

- A) Passive consumers of cultural information
- B) Exclusive researchers of ancient texts
- C) Active participants in identifying and recording local heritage
- D) Owners of private historical archives

Answer: C

Technical and Design Knowledge

5. What is the primary function of a mobile app backend?

- A) Displaying buttons and images
- B) Managing user interface colors
- C) Storing and processing user-submitted data
- D) Creating printed versions of the app

Answer: C

6. What is geolocation used for in the “Buildings Alert!” app?

- A) Filtering user profiles
- B) Providing automated translations
- C) Tagging the exact location of endangered buildings
- D) Sending marketing emails

Answer: C

7. Which no-code platform is best suited for beginners who want to quickly test an app idea?

- A) AppGyver
- B) Thunkable
- C) Adalo
- D) Glide

Answer: D

8. What is the benefit of push notifications in the app?



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- A) Slows down user access to reports
- B) Sends printed updates via mail
- C) Keeps users engaged with real-time updates on local heritage threats
- D) Limits who can access the app

Answer: C

9. What feature allows users to share their contributions to wider audiences?

- A) Offline mode
- B) Social media integration
- C) Backend security
- D) Screen locking

Answer: B

10. What makes DIY app builders ideal for cultural heritage projects?

- A) They require advanced coding knowledge
- B) They allow fast, inclusive, and accessible app creation
- C) They only work for entertainment apps
- D) They are designed for business analytics only

Answer: B

5.1.2 Short Answer Questions

1. Define civic technology and its relevance in heritage preservation.
2. Explain how the “Buildings Alert!” app encourages public participation.
3. List three threats to cultural heritage and describe how mobile apps can help address them.
4. Describe the key features that must be included in a mobile app for reporting endangered buildings.
5. What technical components are needed to build a basic no-code mobile app?
6. Why is mapping functionality important in documenting heritage?
7. How do youth benefit from engaging in digital heritage documentation?
8. Explain how digital documentation contributes to collective cultural memory.



5.2 Practical Assignments

5.2.1 App Prototype Development Exercise

Participants will use a no-code tool (such as Adalo, Glide, or Thunkable) to create a basic prototype of the Buildings Alert! app. Their prototype must include a user interface for submitting building reports, a visual map to display collected data, and basic sharing or notification features.

Deliverables:

- Report form with photo, location, and condition fields
- Map view showing endangered buildings
- Preview or demo link to the app

Assessment Criteria:

- Technical functionality
- Visual clarity and user-friendliness
- Alignment with civic engagement goals

5.2.2 Role-Playing Workshop: Community Developers

Participants will role-play as different stakeholders (youth activist, urban planner, digital designer, heritage officer). Each will present how their role contributes to co-designing the Buildings Alert! app, using provided building scenarios and simulated feedback from community members.

5.3 Peer Review and Self-Evaluation

5.3.1 Peer Feedback Session

Participants exchange app prototypes or forms and provide constructive feedback on:

- Ease of use
- Accuracy of data fields
- Visual accessibility
- Civic relevance and engagement potential

5.3.2 Self-Reflection Prompt

Participants will answer the following reflective questions (written or video format):

1. What part of the app-building process did you enjoy the most?
2. What was the most challenging feature to design or understand?



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3. How has this experience shaped the way you see your local environment and heritage?
4. What would you do differently if you built the app again?

5.3.3 Scenario-Based Quiz

Scenario: You are notified of a decaying structure in your neighborhood. It has no official heritage status but is important to your community. What is your first action in the app?

- A) Report the structure using GPS, images, and description fields
- B) Wait until it becomes a UNESCO site
- C) Send a letter to the mayor
- D) Ignore it since it’s not listed as protected

Correct Answer: A



CHAPTER 6: Resources and References

Council of Europe. (2017). *The Faro Convention on the Value of Cultural Heritage for Society*. Retrieved from <https://www.coe.int/en/web/culture-and-heritage/faro-convention>

Hassani, F. (2015). Documentation of cultural heritage; techniques, potentials, and constraints. *The International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences, XL-5/W7*, 207–214. <https://doi.org/10.5194/isprsarchives-XL-5-W7-207-2015>

UNESCO. (2011). *UNESCO Recommendation on the Historic Urban Landscape*. United Nations Educational, Scientific and Cultural Organization. Retrieved from <https://whc.unesco.org/en/hul/>



CHAPTER 7: Conclusion and Summary

This training module empowers youth and youth workers with the competencies to develop and design a no-code mobile app—Buildings Alert!—to identify, report, and campaign against endangered architectural heritage across Europe. Through hands-on assistance and interactive activities, participants acquire digital, civic, and design competencies to co-create a functional app prototype. The module introduces civic technology concepts, explores the urgent imperative of heritage documentation, and makes technical topics such as geolocation, mapping, backend integration, and push notifications understandable.

Youth is critically evaluate a range of no-code app builders (Glide, Adalo, Thinkable, AppGyver), experiment with data-driven design, and consider the civic responsibility of preserving cultural heritage sites. Learning is reinforced through debates, role-playing, peer review, building prototypes, and scenario-testing.

At the end of it, Buildings Alert! is not an application—but rather a tool of civic innovation to mobilize young people into engaged stewards of heritage to be able to record the past, influence the present, and craft a more participatory future for cultural preservation.



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